# Polymorphism, With Arrays

**The goal for this exercise** is to make sure that you can use polymorphic methods on objects that are stored in an array.

In the Program.cs file inside provided starter project, in the Polymorphism\_And\_Arrays. RunExercise() method, you will note that code is provided to you that creates an array that can hold multiple instances of the GeneralPrinter class. You need to do everything that is specified below:

**What you need to do for this exercise:**

1. Examine the code in the Polymorphism\_And\_Arrays. RunExercise() method. This code should compile without error, and run without error, before you’ve added any extra classes/methods/etc. As you do this exercise, if you find errors in the provided code, you should pro-actively fix those errors.

	1. In particular, your code should not crash.
2. Add a new class that derives from GeneralPrinter - name it SpecificPrinter. It should override the PrintTheMessage() method, and print out the message "Message from a SpecificPrinter object!". You will need to modify some of the code that has been provided to you, in order to make this work.
3. In Polymorphism\_And\_Arrays. RunExercise(), create 2 more GeneralPrinters, and a total of 3 SpecificPrinter objects. You can put them wherever you want in the array. Make sure that your code successfully calls appropriate the PrintTheMessage() method on all five objects.